

OBJECTIVE

Be the first player
to reach Princess
Peach!



RULES

- Set up the board and pick a main character piece (Mario, Shy Guy)
- The youngest player rolls the dice
- Advance the number of spaces according to the number on the dice
- Different obstacles can set the player back a certain amount of spaces.

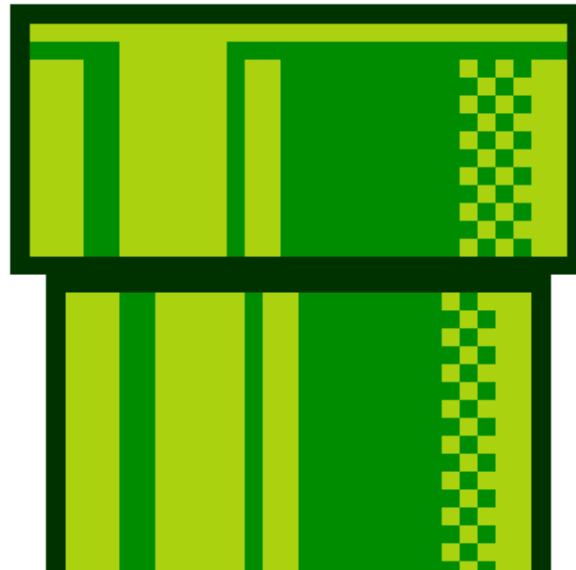


GROUP MEMBERS

Megan Chao

Yixin Cao

Brian Ressler



GROUP & MARIO BOARD GAME

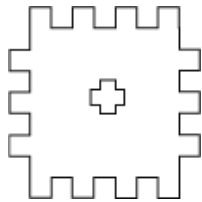


ADDITIONAL PIECES



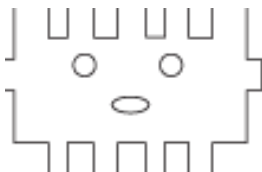
Princess Peach:
Place at end of
board

Box: Assemble
and place items
on top



Base: Assemble
linearly and place
pieces on top

Box Ghost: Use
decoratively



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OBSTACLES



Koopa: End turn

Piranha Plant: End
turn



Boo: Go back 2
space

Goomba: Go back 1
Space



Bowser: Go back 3
spaces

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OBSTACLES



Mushroom: (Can
only be reached if
landed on mystery
box space)
Advance 2 spaces

Coin: Advance 1
space



Star: (Can only be
reached if landed
on mystery box
space) Advance 3
spaces